

## BBM::ParserYAML

- + playersInfos
- + fileName
- \_block
- \_bonus
- \_player
- indent

- + parseFile()
- + save()
- + load()
- \_saveBlock()
- \_saveBonus()
- \_savePlayer()
- \_getBlockType()
- \_getBonusType()
- \_parseMaxBomb()
- \_parseExplosionRadius()
- \_parseSpeed()
- \_parsePosition()
- \_parseBlockType()
- and 12 more...